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(54) **COLLABORATIVE STREAMING OF VIDEO CONTENT**

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See application file for complete search history.

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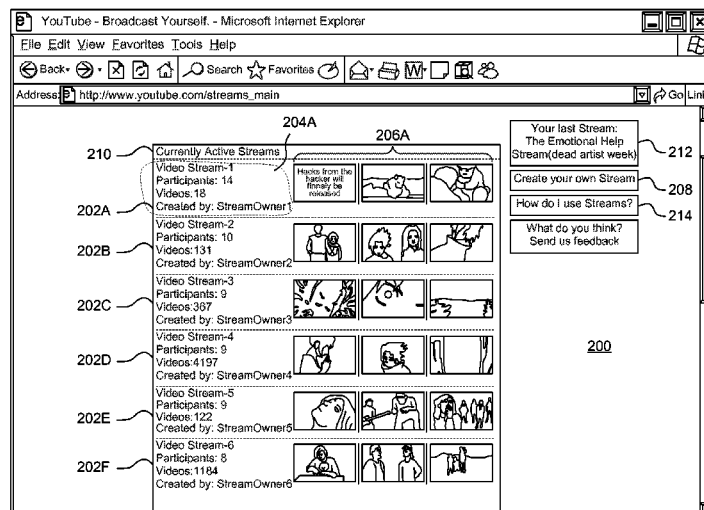
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(57) **ABSTRACT**

A system, method and various user interfaces enable visually browsing multiple groups of video recommendations. A video stream includes a group of videos to be viewed and commented by users who join the stream. Users who join a stream form a stream community. In a stream community, community members can add videos to the stream and interact collaboratively with others community members, such as chatting in real time with each other while viewing a video. With streams, a user can create a virtual room in an online video content distribution environment to watch videos of the streams and interact with others while sharing videos simultaneously. Consequently, users have an enhanced video viewing and sharing experience.

20 Claims, 15 Drawing Sheets



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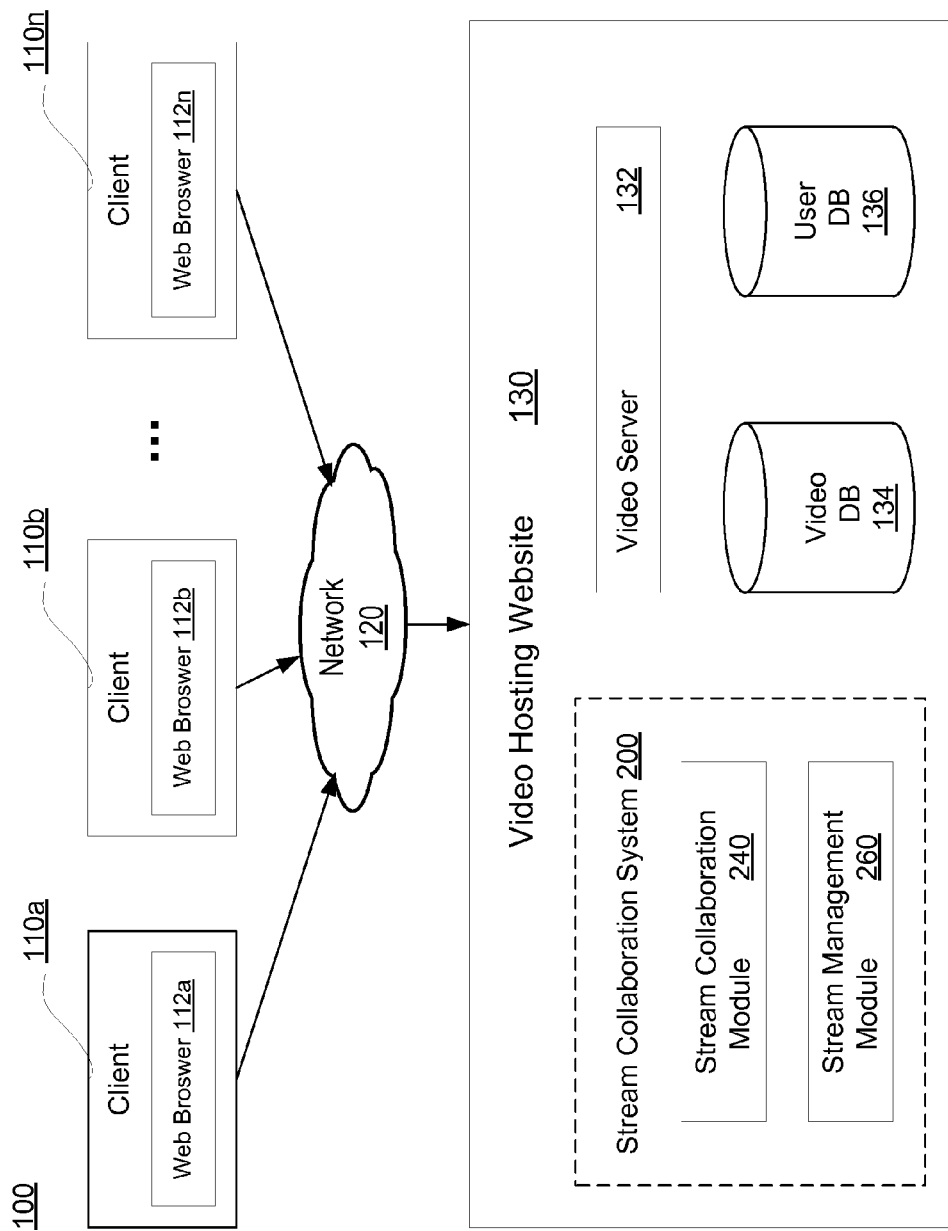


FIG. 1

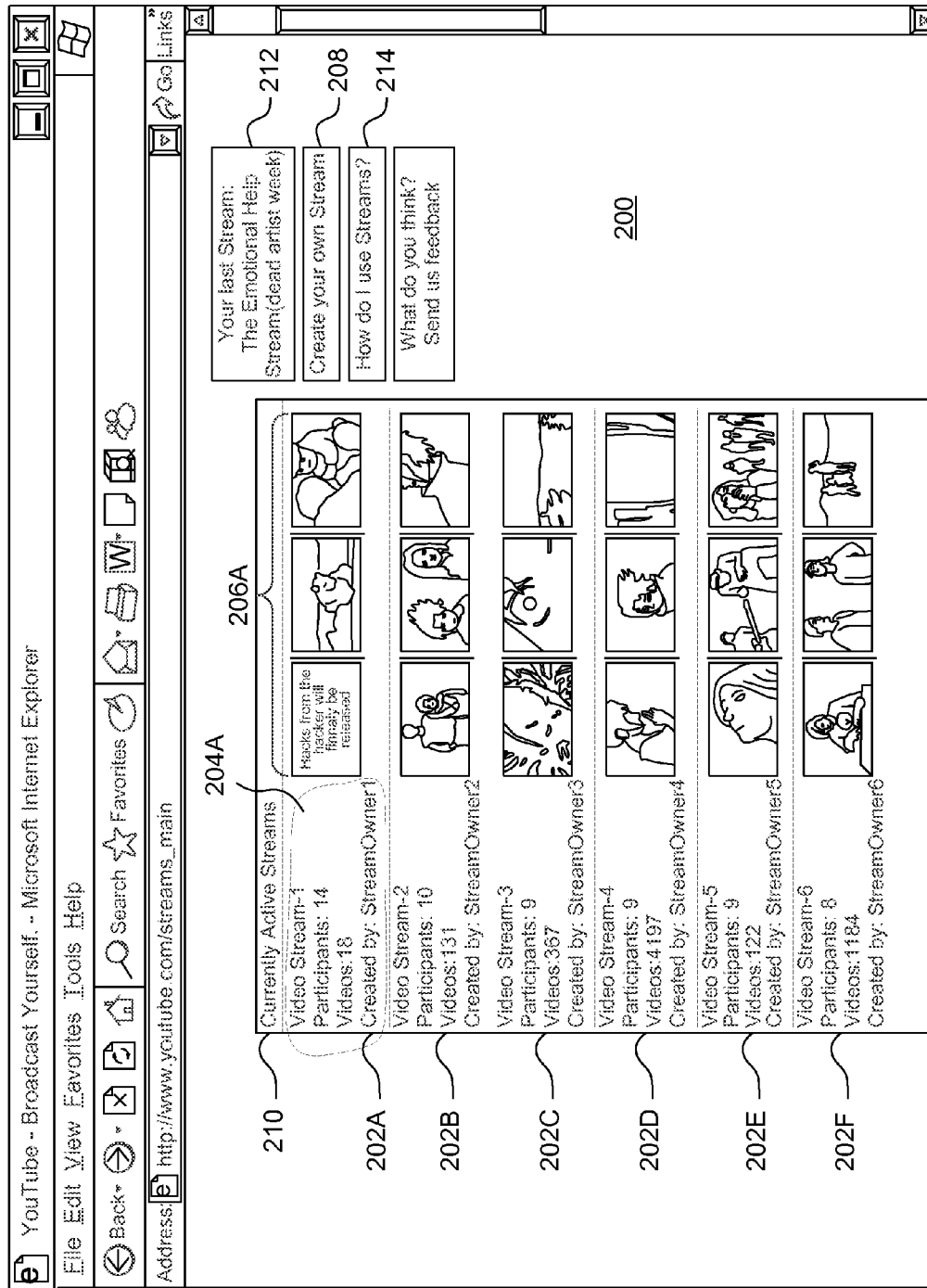


FIG. 2

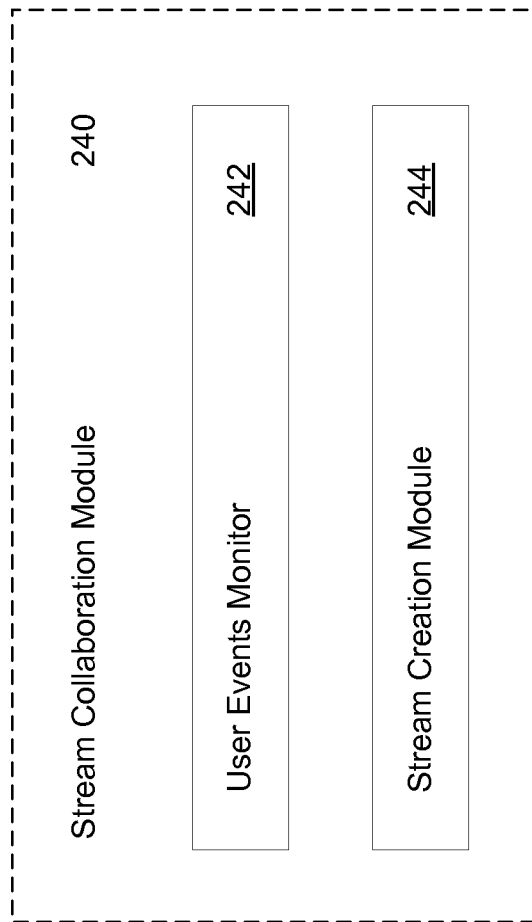


FIG. 3

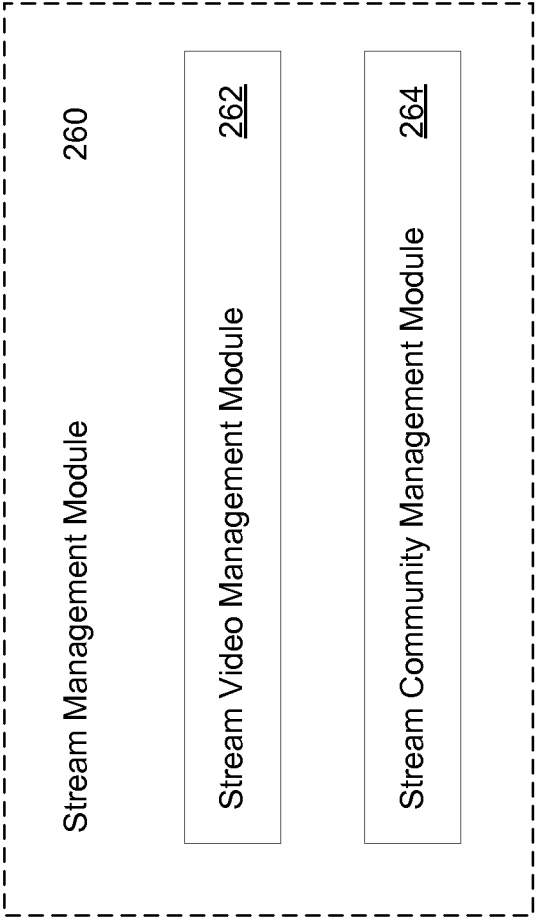
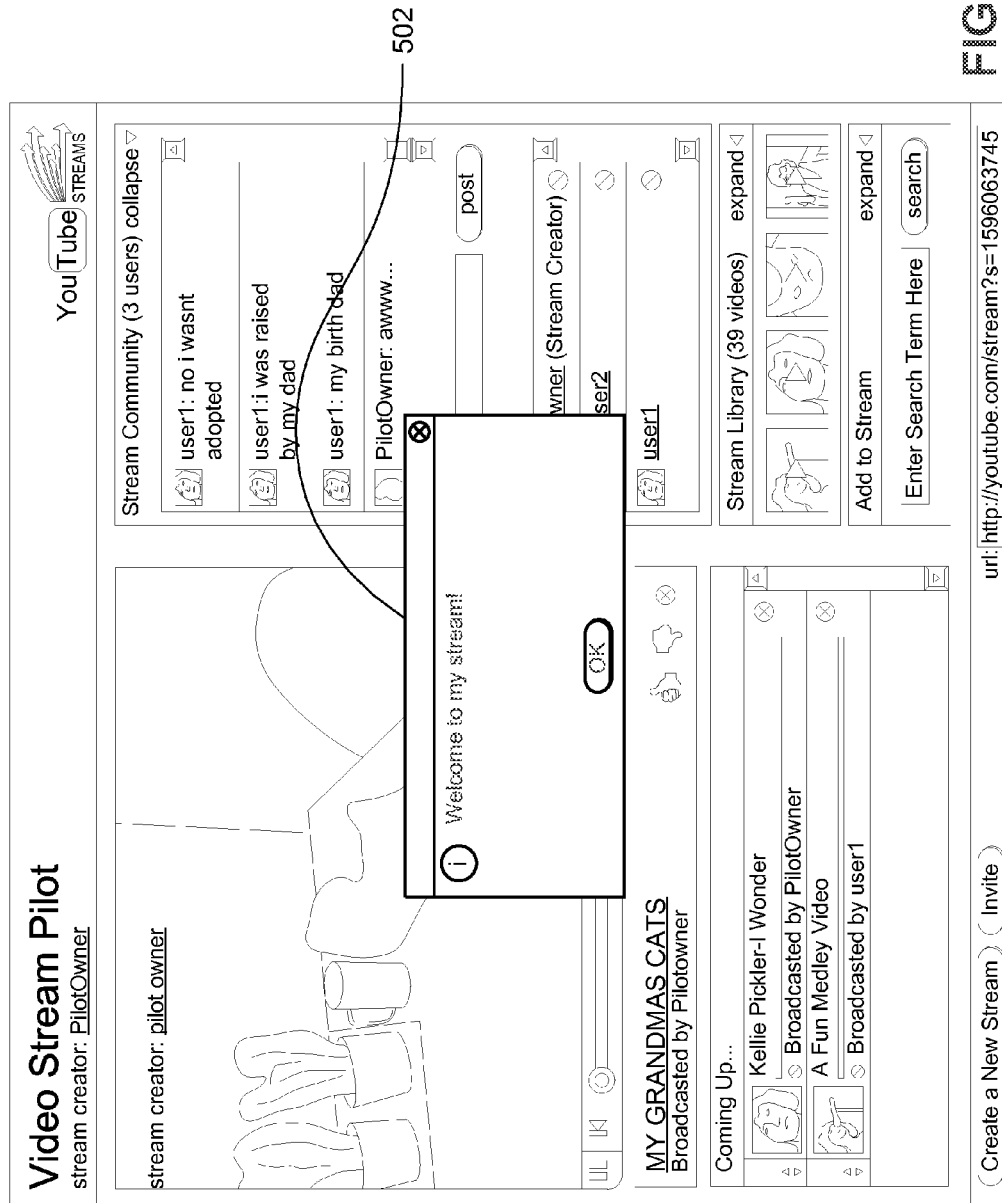
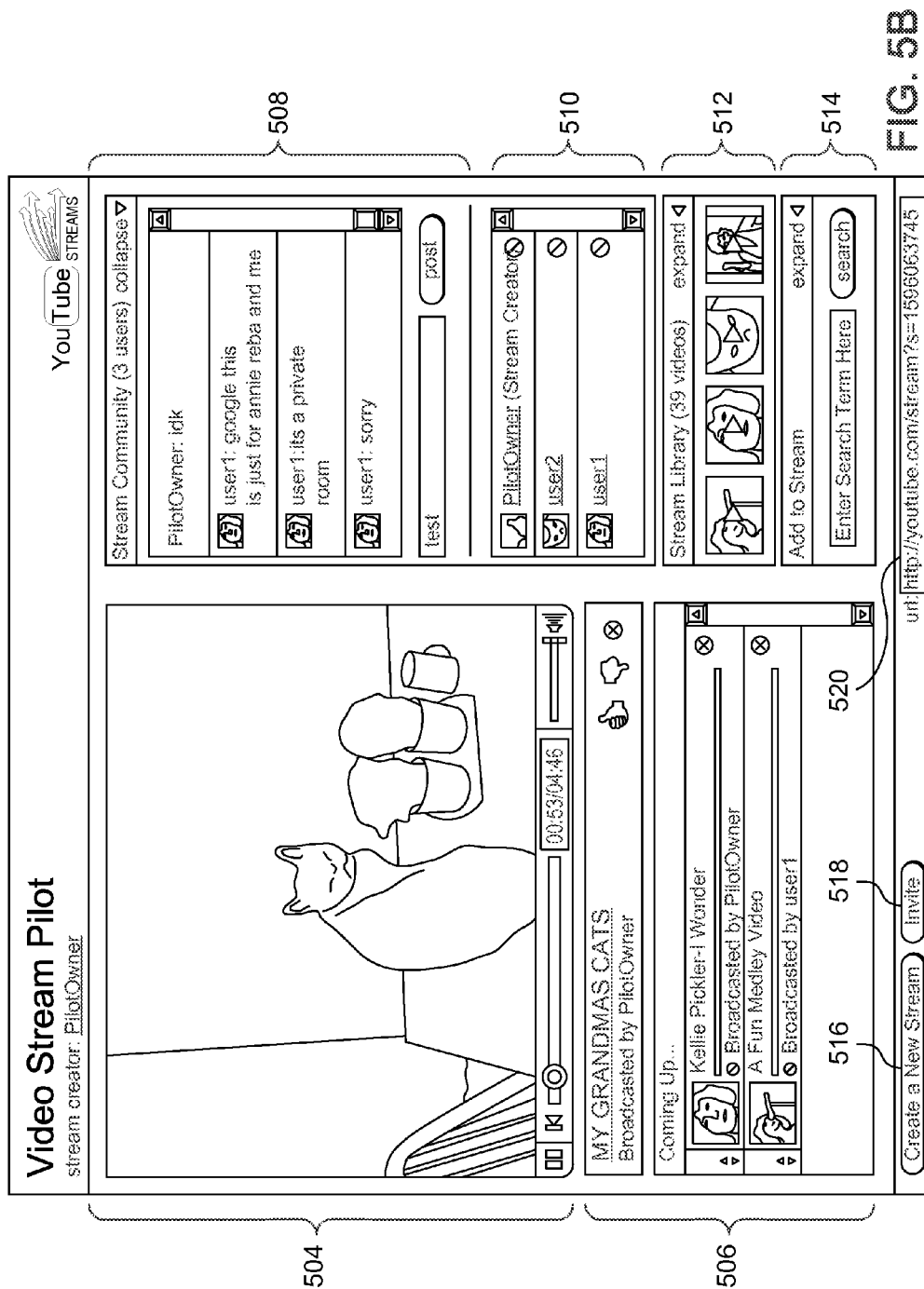
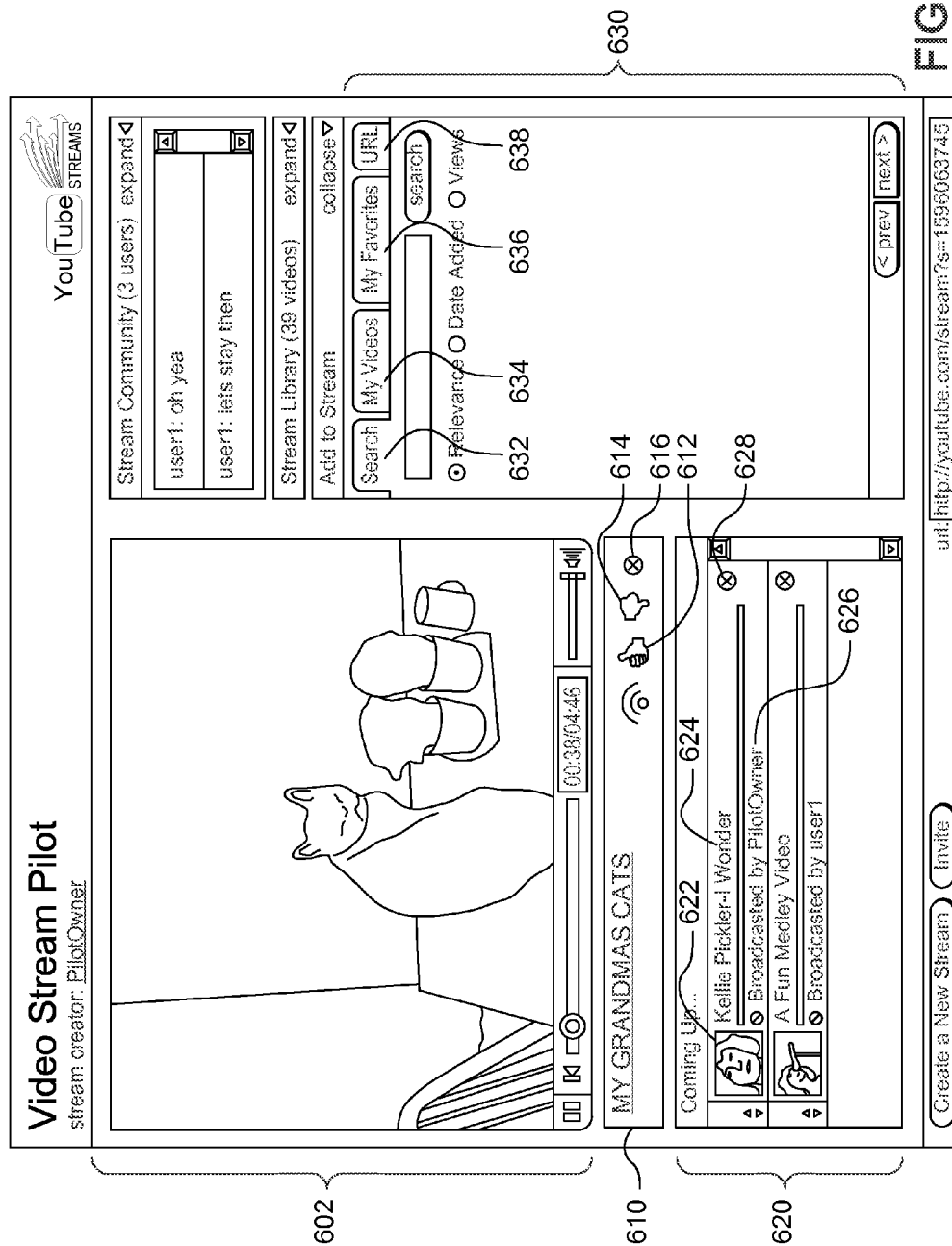


FIG. 4







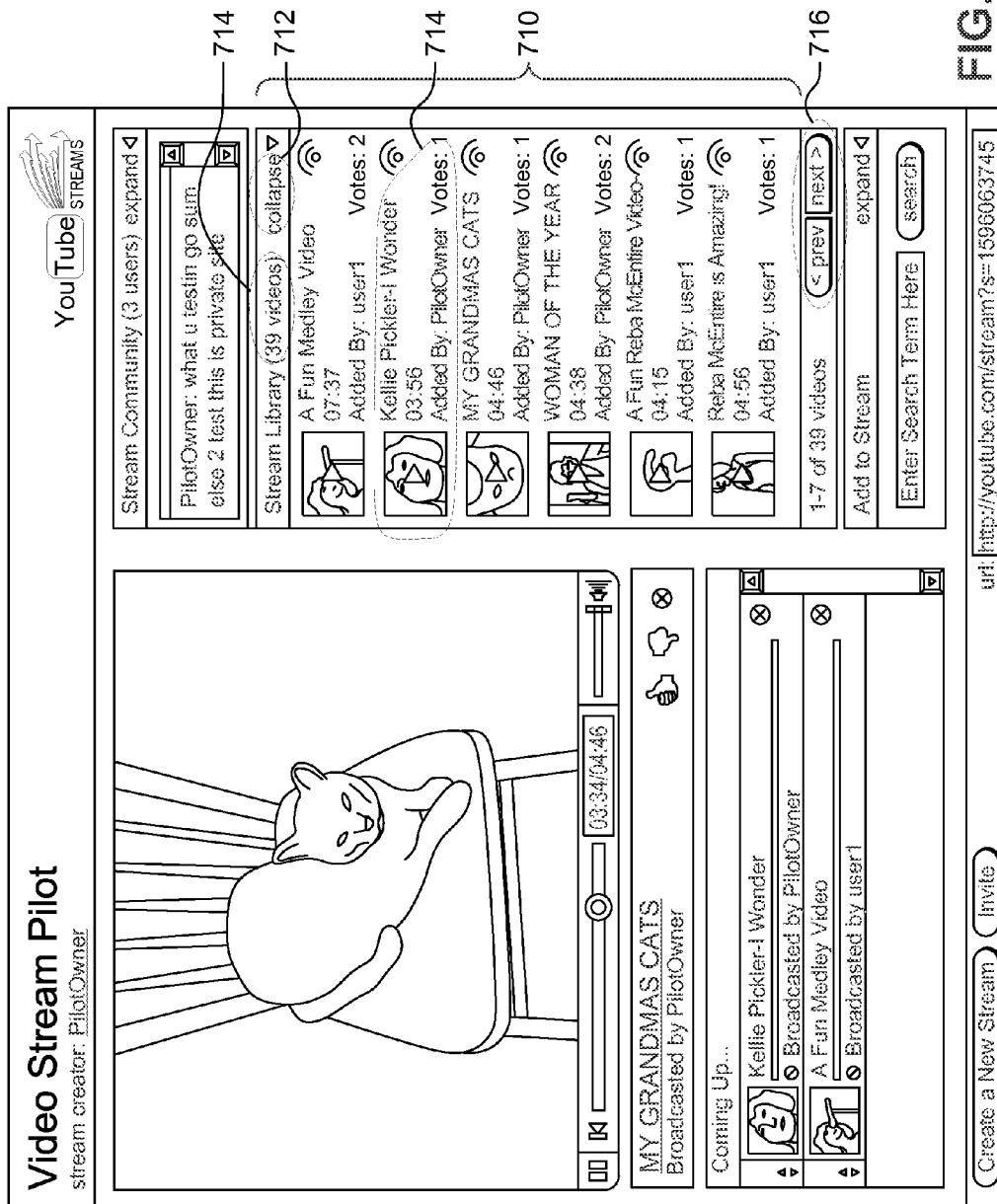


FIG. 7A

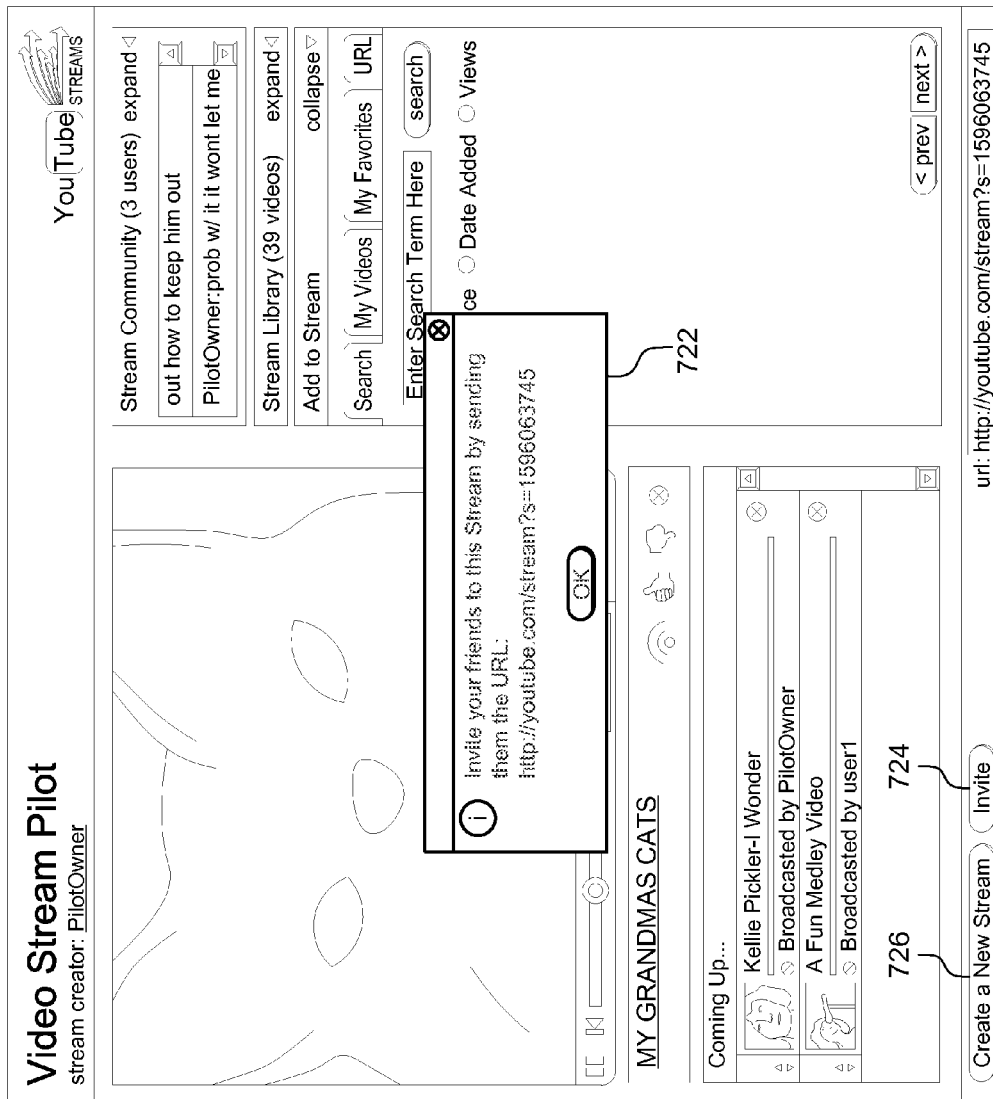
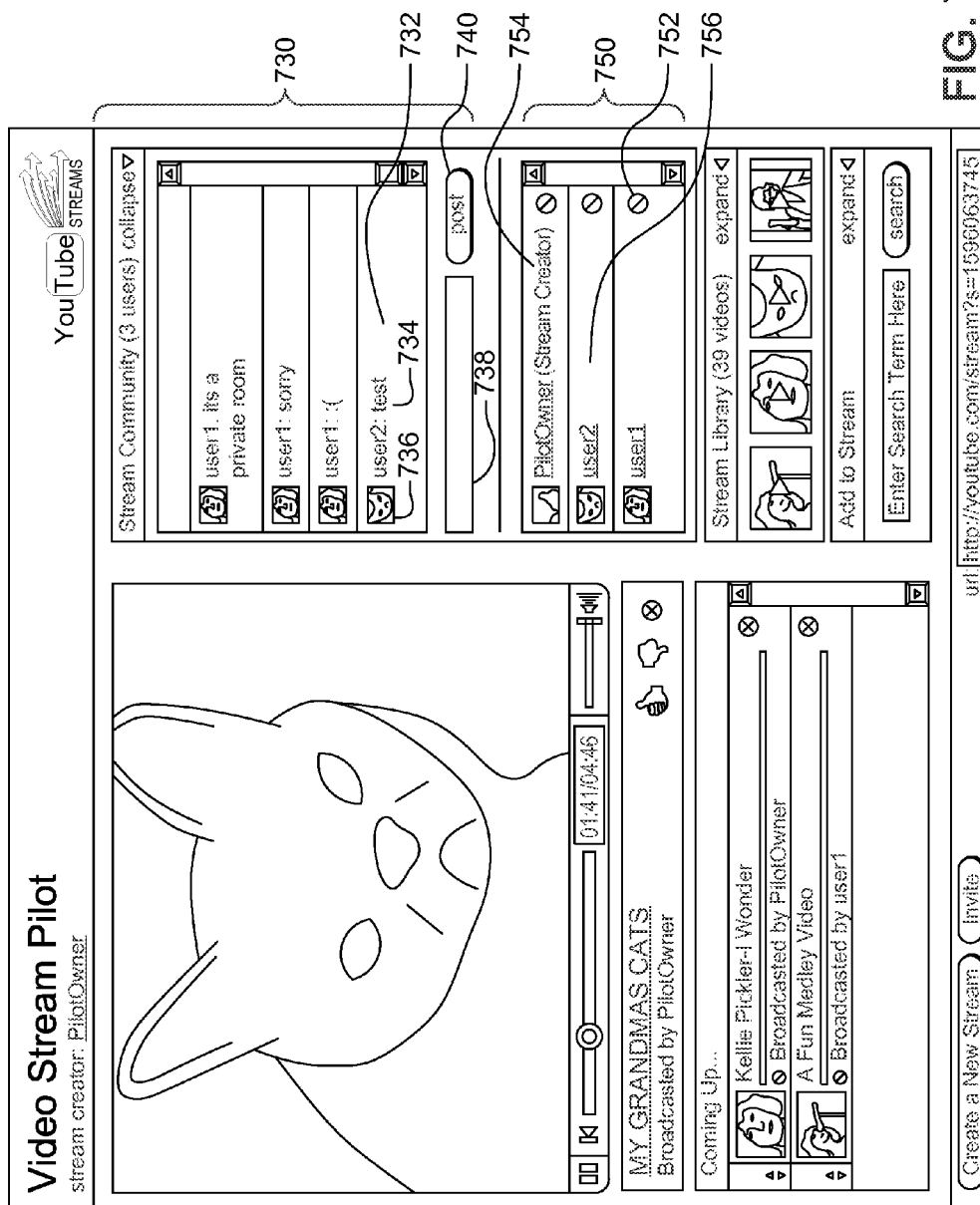


FIG. 7B





Manage Users

All the users currently in the stream are listed below. You can set the status and actions for each user.

User	Status	Action	Last Watched Video
User1	Normal	Ban from stream	

FIG. 7D

YouTube
Broadcast Yourself
Create/Edit Stream

Create or edit your stream by filling out the form below. (*Indicates required field)

Stream Name:

*

812

Background Image:

This image must be hosted from an external server, so please enter the complete URL.
For example: <http://www.example.com/image.gif>

814

Welcome Message:

816

This message will appear to users when they join your stream.

Maximum # of Users:

818

This sets the maximum # of people who can be in your stream at the same time. The maximum allowed by YouTube is 300.

of Flags to Remove Video:

820

This sets the number of times a video must be flagged by people in your stream before it is removed from the stream automatically.

☐ Allow Racy Videos in Stream

822

Who can add Videos to this Stream:

Everyone

824

Save Stream Info

826

FIG. 8A



Create/Edit Stream

Create or edit your stream by filling out the form below. (*Indicates required field)

Stream Name: * 812

Background Image: 814

Welcome Message: 816

Maximum # of Users: 818

of Flags to Remove Video: 820

☐ Allow Racy Videos in Stream 822

Who can add Videos to this Stream: 824

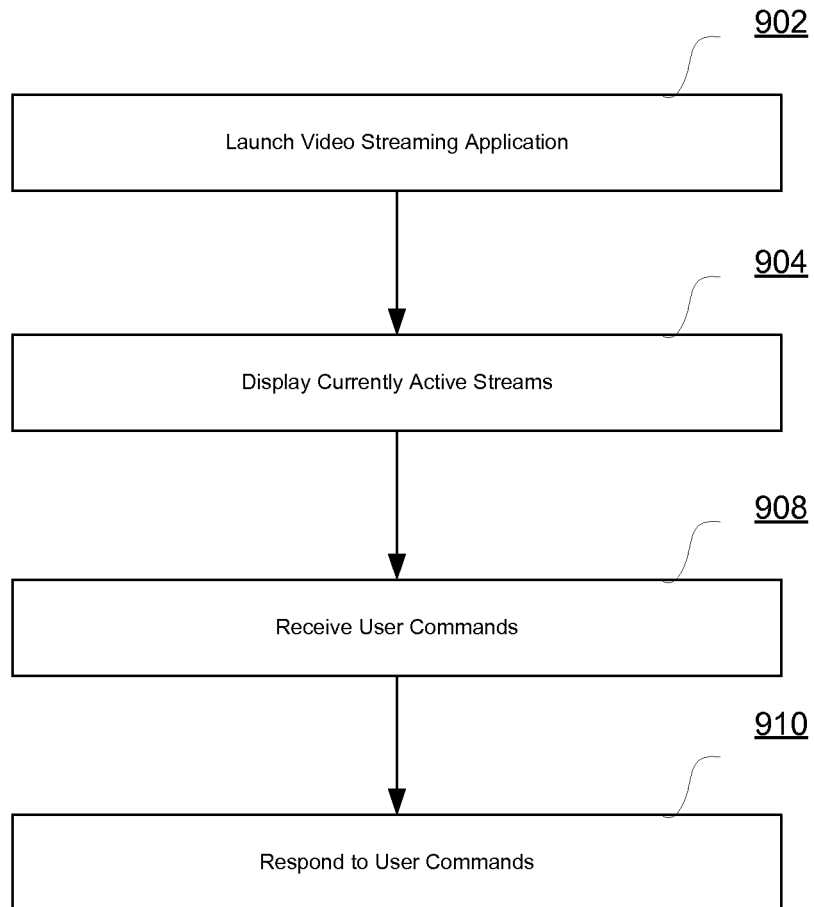
826

This message will appear to users when they join your stream.

This sets the maximum # of people who can be in your stream at the same time. The maximum allowed by YouTube is 300.

This sets the number of times a video must be flagged by people in your stream before it is removed from the stream automatically.

FIG. 8B

**FIG. 9**

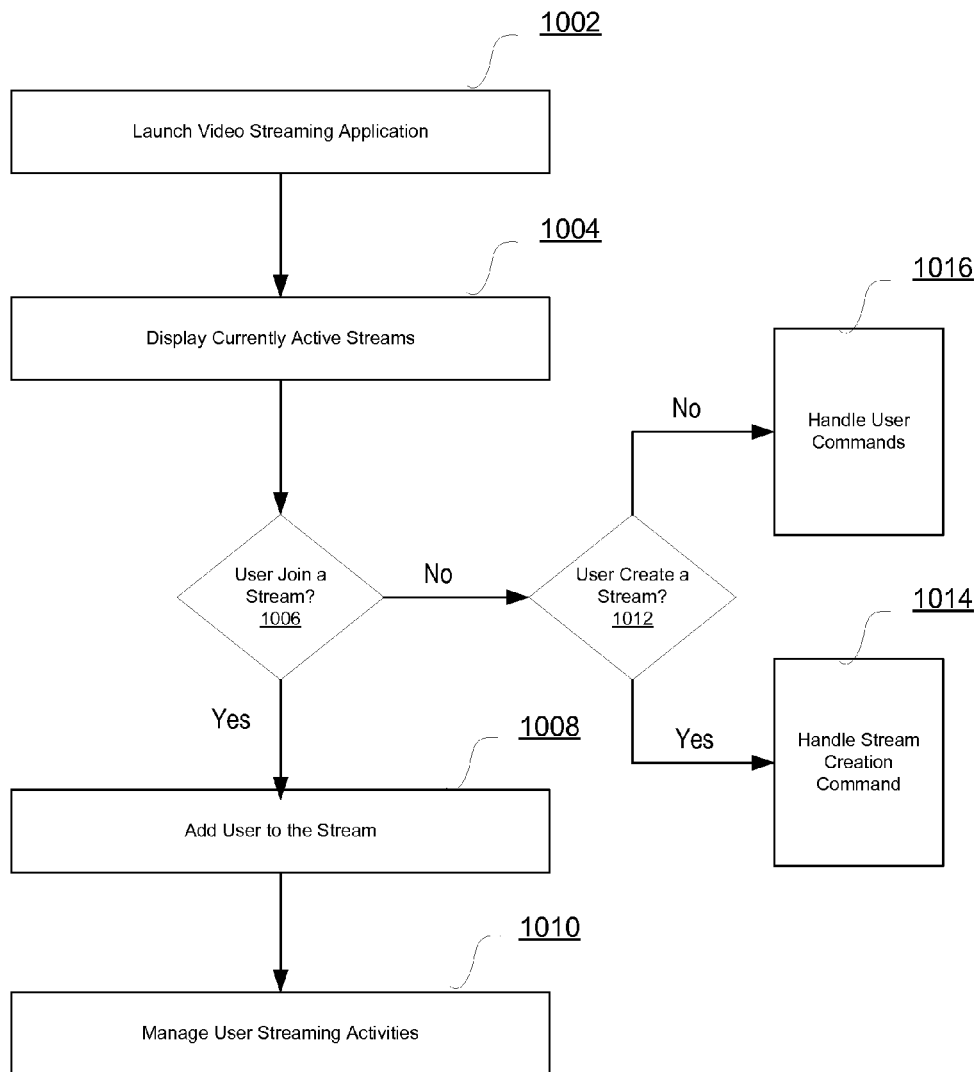


FIG. 10

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COLLABORATIVE STREAMING OF VIDEO CONTENT

CROSS-REFERENCE TO RELATED APPLICATIONS

This application is a division of U.S. application Ser. No. 11/952,054, filed on Dec. 6, 2007, which claims the benefit of U.S. Provisional Patent Application No. 60/873,538, filed on Dec. 6, 2006, entitled "COLLABORATIVE STREAMING OF VIDEO CONTENT", and the benefit of U.S. Provisional Patent Application No. 60/875,670, filed on Dec. 18, 2006, entitled "COLLABORATIVE STREAMING OF VIDEO CONTENT," all of which are incorporated by reference in their entirety.

BACKGROUND

1. Field of Art

The present invention relates generally to web-based video viewing and specifically to collaborative viewing of video in an online video content distribution system.

2. Description of the Related Art

The expansion of networked video viewing provides users with rich opportunities to upload, watch and share videos in fast-growing online video entertainment communities. On average, many thousands of videos are posted every day, and this number is increasing as the tools and opportunities for capturing video become easier to use and more widespread. Video viewing sites such as YouTube allow content suppliers to upload video easily, automatically converting from many different formats, and to tag uploaded videos with keywords. Users can easily share videos by mailing links to others, or embedding them on web pages or in blogs. Users can also rate and comment on videos, bringing new social aspects to video viewing. Consequently, videos are no longer independent from each other, and neither are users in an online video sharing environment.

Videos are typically viewed at a video hosting website such as YouTube. Users browsing the video hosting website can find videos of interest by, for example, searching for videos, browsing video directories, or sorting videos by ratings assigned to the videos. Some video hosting sites allow users to create a video viewing channel associated with a personal account on the hosting website to upload videos, create video playlists, look at comments posted by other viewers, and other video viewing activities. Conventionally, an individual video viewing channel is preserved for the associated account holder with limited social interactions with other users. However, a conventional video viewing channel is not well suited for interactive video viewing and sharing.

SUMMARY

The present invention enables collaborative viewing of video content, including a method, system, and computer program product that receives a command from a client computer requesting collaborative video viewing service and provides the collaborative video viewing service. Embodiments of the collaborative video viewing method include receiving a command from a client computer, obtaining a video stream based on the command and providing a collaborative video viewing service to the client computer through the video stream. Embodiments of the collaborative video viewing system include a stream collaboration system, at least a stream collaboration module and a stream management module executed by the stream collaboration system, and a plurality

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of client computers. The stream collaboration module monitors user events associated with a plurality of video streams. The stream collaboration module further allows a client computer to create a video stream and add the newly created stream into the system. The stream management module manages videos of a stream, including adding videos to the stream, rating videos of the stream, deleting videos of the stream and adding users to real-time chatting service associated with the stream. The stream management module also manages client computers that join a stream, including temporarily or permanently banning a client computer from the collaborative video viewing service. Embodiments of the collaborative video viewing computer program product include a receiving module for receiving a command from a client computer, obtaining a video stream based on the command and providing collaborative video viewing service to the client computer.

BRIEF DESCRIPTION OF THE FIGURES

FIG. 1 is a block diagram of an environment having a collaborative video streaming system according to one embodiment.

FIG. 2 is a web page implementing an exemplary interface of collaborative streaming video content according to one embodiment.

FIG. 3 is a block diagram illustrating modules within a stream collaboration module according to one embodiment.

FIG. 4 is a block diagram illustrating modules within a stream management module according to one embodiment.

FIGS. 5A and 5B illustrate a web page implementing an exemplary interface of managing an individual video stream according to one embodiment.

FIG. 6 illustrates a web page implementing an exemplary interface of managing videos in a stream according to one embodiment.

FIG. 7A illustrates a web page implementing an exemplary interface of managing stream library in a stream according to one embodiment.

FIG. 7B illustrates a web page implementing an exemplary interface of inviting other users to a stream according to one embodiment.

FIG. 7C illustrates a web page implementing an exemplary interface of managing real-time video commenting in a stream according to one embodiment.

FIG. 7D illustrates an exemplary interface for managing users in a stream according to one embodiment.

FIGS. 8A and 8B illustrate an exemplary interface for creating/editing a video stream according to one embodiment.

FIG. 9 illustrates a general process flow of using collaborative streaming of video content method according to one embodiment.

FIG. 10 illustrates a process flow of using collaborative streaming of video content method to join/create a stream according to one embodiment.

The figures depict various embodiments of the present invention for purposes of illustration only. One skilled in the art will readily recognize from the following discussion that alternative embodiments of the structures and methods illustrated herein may be employed without departing from the principles of the invention described herein.

DETAILED DESCRIPTION

It is to be understood that the Figures and descriptions of the present invention have been simplified to illustrate ele-

ments that are relevant for a clear understanding of the embodiments of the present invention, while eliminating, for the purpose of clarity, many other elements found in a typical web-based video player and method of using the same. Those of ordinary skill in the art may recognize that other elements and/or steps are desirable and/or required in implementing the present invention. However, because such elements and steps are well known in the art, and because they do not facilitate a better understanding of the present invention, a discussion of such elements and steps is not provided herein. The disclosure herein is directed to all such variations and modifications to such elements and methods known to those skilled in the art.

FIG. 1 is a block diagram of an environment **100** having a collaborative video streaming system **200** (also called a collaborative viewing system) according to one embodiment. As shown in FIG. 1, a plurality of clients **110a-110n** are connected to a video hosting website **130** via a computer network **120**. A client **110** executes a web browser **112**. The video hosting website **130** comprises a video server **132**, a video database **134** and a user information database **136**. The video hosting website **130** also comprises a stream collaboration system **200**. Many conventional features, such as firewalls, load balancers, application servers, failover servers, site management tools, and so forth are not shown so as to more clearly illustrate the features of the system.

The client **110** communicates with the video hosting website **130** via the computer network **120**. The client **110** can be a personal computer (PC) in one embodiment, or a mobile handset or other electronic computing devices in other embodiments. In some embodiments, the browser **112** include a third party video player, e.g., the Flash player from Adobe Systems, Inc., or any other player adapted for the video file formats used on the site **130**. Typically, a user accesses a video from the site **130** by browsing a catalog of videos, conducting searches on keywords, reviewing playlists from other users or the system administrator, e.g., collections of videos forming channels, or viewing videos associated with particular user groups, e.g., communities. In some embodiments, browser **112** also accesses a video file indirectly, via an embedded video that is accessed via an embedded hyperlink in a third-party website.

Users of the client **110** and browser **112** can upload content, which can include, for example, video, audio, or a combination of video and audio, to the site **130**, browse media content stored at the site **130**, and collaboratively stream video content with other users at the site **130** via the network **120**. The uploaded content is processed and placed for storage in the video database **134**. This processing can include format conversion, compression, metadata tagging, and other data processing. In some embodiments, an uploaded content file is associated with the uploading user, and so the user's account record is updated in the user information database **136** as needed. In some embodiments, other data relating to the user is also placed for storage in database **136**. For example, a list of videos that have been viewed by the user in the last ten days is kept in the user information database **136**.

The network **120** enables communications among the client **110** and the video hosting website **130**. In one embodiment, the network **120** uses standard communications technologies and/or protocols. Thus, the network **120** can include links using technologies such as Ethernet, 802.11, integrated services digital network (ISDN), digital subscriber line (DSL), asynchronous transfer mode (ATM), etc. The network **120** may also support mobile access using technologies such as Wideband Code Division Multiple Access (W-CDMA), CDMA200, Global System for Mobile Communications

(GSM), General Packet Radio Service (GPRS), or similar technologies. Similarly, the networking protocols used on the network **120** can include multiprotocol label switching (MPLS), the transmission control protocol/Internet protocol (TCP/IP), the User Datagram Protocol (UDP), the hypertext transport protocol (HTTP), the simple mail transfer protocol (SMTP), the file transfer protocol (FTP), etc. The data exchanged over the network **120** can be represented using technologies and/or formats including the hypertext markup language (HTML), the extensible markup language (XML), etc. In addition, all or some of links can be encrypted using conventional encryption technologies such as the secure sockets layer (SSL), Secure HTTP and/or virtual private networks (VPNs) or Internet Protocol security (IPsec). In another embodiment, the entities can use custom and/or dedicated data communications technologies instead of, or in addition to, the ones described above.

For purposes of convenience and the description of one embodiment, the media content uploaded and browsed by a user will be referred to a "videos" or "video files", but no limitation on the types of media content that can be uploaded and browsed are intended by this terminology.

The video hosting website **130** allows users to upload videos to the website **130**, browse the videos stored in the website **130**, and collaboratively view video content in the website **130**. In one embodiment as illustrated in FIG. 1, the video server **132** in the hosting website **130** receives videos uploaded to the site **130** and stores them in the video database **134**. The video database **134** may contain a plurality of logical partitions internally and one partition is for video "streams." The partition of the video database **134** for video streams may be further partitioned into sub-partitions for currently active streams and inactive streams. Similarly, the user information database **136** can contain partitions for user information associated with streams. A suitable website **130** for implementation of the system is YouTube; other video hosting sites are known as well, and can be adapted to operate according to the teaching disclosed herein. The various servers are conventionally implemented, whether as a single piece of software or hardware or as multiple pieces of software or hardware. In general, functions described in one embodiment as being performed on the server side can also be performed on the client side in other embodiments if appropriate.

The stream collaboration system **200** provides users of the site **130** with an enhanced user experience of interacting with other users while sharing videos. The stream collaboration system **200** comprises a stream collaboration module **240** and a stream management module **260**. A stream in the context of the following description refers a group of videos which are available for being collaboratively shared by users who join the stream. With streams, a user can create a viewing room in the site **130** to watch videos of the streams and interact with others while viewing videos. For example, users who join a stream can add videos from their list of favorite videos, playlists, or by pasting links into the stream created by a stream owner, i.e., stream creator. Furthermore, users who join a stream are automatically members of a chat room associated with the stream. As users watch videos from the stream, they can chat in real time about the videos they are watching (or any other topics). In one embodiment, users view the same video at the same time. In one embodiment, users view different videos of the stream at the same time.

FIG. 2 is a web page implementing an exemplary interface of collaborative video content by the stream collaboration system **200** according to one embodiment. The exemplary interface is a default interface of the stream collaboration system **200** displayed to a user who logs into the collaboration

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system **200**. The interface includes a stream collaboration display window **210**, which displays a portion of currently active streams, **202a-202f**, in the collaboration system **200**. An active stream **202** displayed comprises stream information **204** and a plurality of thumbnails of videos **206** in the stream **202**. The stream information **204** includes a title of the stream, number of users that belong to the stream, number of the currently available videos in the stream and stream owner information. Taking the stream **202a** as an example, the title of the stream **202a** is "Video Stream-1" chosen by the stream owner. The stream **202a** currently has 14 participants and 18 videos. The thumbnails **206a** represent the first three videos of the stream **202a** according to a playlist of the stream **202a**. The stream **202a** is created by StreamOwner1. A user can join a stream **202** by clicking the stream title of the selected stream **202**, or follow "How do I use Streams?" link **214** which automatically brings the user to a stream information and tools web page. A user can also preview the sample videos of the stream **202** by clicking the video thumbnails **206** of the stream **202**. A user can also check the profile of a stream creator by clicking the stream creator's name, which automatically brings the user to the stream owner's profile page. Furthermore, a user can create his/her own stream to share videos and interact with other participants of his/her stream by following "Create your own Stream" **208** link which provides the user with stream creation tool. Once a user chooses to join a stream **202**, the user is able to watch videos of the stream together with other stream participants, add his/her videos to the stream **202**, interact with other stream participants, such as chatting with others while watching videos of the stream. Further detail on stream collaboration is presented in connection with the discussion of FIGS. 4, 5, 6 and 7.

To manage streams in the stream collaboration system **200**, the stream collaboration module **240** manages stream creation, monitors user events, such as uploading videos, joining a selected stream, and updates stream collaboration system **200**. For example, in one embodiment, the stream collaboration module **240** manages up to 600 active streams at one time in the stream collaboration system **200**. An active stream can stream video content live for up to 2 hours. A stream is deleted by the stream collaboration module **240** three days after its creation, or if there has been no activity in the stream for a predetermined period of time.

FIG. 3 is a block diagram illustrating modules within a stream collaboration module **240** according to one embodiment. The stream collaboration module **240** includes a user events monitor **242** and a stream creation module **244**. Other embodiments can have different and/or additional modules than the ones shown in the figure. In addition, the functions can be distributed among the modules in a different manner than is described here.

The user events monitor **242** monitors user initiated events in the stream collaboration system **200** and communicates with the stream creation module **244** and the stream management module **260**. In one embodiment, the user events to be monitored by the events monitor **242** include user initiated events related to browsing currently active streams, joining a selected stream, previewing videos of a stream, checking stream creator's profile, creating a stream and sending feedbacks to the collaboration system **200**. Other embodiments can have different and/or additional user initiated events than the ones described here.

Referring now back to FIG. 2, a user logs into the collaboration system **200** and gets a display window **210** of currently active streams to browse. In one embodiment, in response to user clicking the title of a selected stream for joining the selected stream, the user events monitor **242** records the

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selection of the stream and notifies the stream management module **260** for such event. In another embodiment, a user can join a stream by following links from emails or instant messages sent from others. In such cases, the event monitor **242** records the event in response to user clicking the links in the emails or instant messages and notifies the stream management module **260** for such event. In response to user clicking "Create your own stream" link **208** in FIG. 2, the event monitor **242** records the event and notifies the stream creation module **244** for such event. In response to user clicking a video thumbnail, the event monitor **242** notifies the stream management module **260** to launch a video player to play the selected video.

The stream creation module **244** allows a user to create a stream. In one embodiment, a user can create a stream by following "Create your own stream" link **208** in FIG. 2 after logging into the stream collaboration system **200**. In another embodiment, a user can create a new stream while within a stream since a stream can have a link that allows a user to create his/her own stream while interacting with other users within the stream. In either case, in one embodiment, a user is presented an easy-to-follow stream creation web form with a plurality of fields to be filled in by the user. The fields of the stream creation form are designed to manage videos to be added to the stream and users who join the stream. For example, videos of a stream can be flagged before being deleted by the stream creator. [not clear] Users who join a stream, i.e., stream users, can be suspended or kicked off the stream for inappropriate behavior. Only authorized stream users can add videos to a stream. The stream creation module **244** updates the stream collaboration module **240** for each newly created stream. The stream collaboration module **240**, in turn, updates the list of currently active streams, related partitions in the video database **134** and user database **136** if necessary. For example, the stream creation module **244** deletes expired and/or inactive streams, and searches video database **134** and user information database **136** for videos to be added to a stream and users who join a stream.

Referring now to FIG. 8A, an exemplary interface for stream creation is illustrated according to an embodiment. The exemplary interface includes a stream creation form to be filled by a stream creator. The stream creation form includes a plurality of fields, such as stream name **812** and background image **814**. In one embodiment, a background image is hosted from an external server other than the video server **132** of FIG. 1 or the server for implementing the stream collaboration system **200**. A stream owner needs to provide the complete URL for the location of the background image to be used, for example, "http://www.example.com/image.gif". The stream creation form also includes a welcome message field **816**, which displays a welcome message from a stream owner when a user joins the stream. Other fields to be filled are maximum number of users **818** allowed to join the stream, number of flags needed to remove a video **820** for stream video management, and types of users allowed to add videos to the stream **824**. In one embodiment, by default, everyone who joins the stream can add videos to the stream created by the stream owner. Other embodiments may only allow authorized stream users, such as stream creator, to add videos to a stream. The "Allow Racy Videos in Stream" checkbox **822** provides an option to add racy videos to a stream if checked. In one embodiment, only stream name field **812** is mandatory to be filled in order to create a stream and the rest of the fields of the stream creation form take default values, such as a null value, i.e., blank field value. In response to user clicking "Save Stream Info" bar **826**, the stream creation form with filled field values is sent to the stream creation module **244** for

stream creation. Once a stream is created, the stream owner becomes the first user of his/her own stream.

FIG. 8B is the corresponding stream creation form of FIG. 8A with sample fields values. For example, the filled stream creation form represents a stream called “test” 812, with no background image 814. The welcome message of the stream “test” is “Welcome to my stream!” 816. Up to 55 users 818 including the stream owner are allowed to participate in streaming video content in “test” stream. A video of “test” stream is allowed to be flagged once 820 before being deleted from the stream. No racy videos are allowed to be added to the stream, i.e., the unchecked “Allow Racy Videos in Stream” 822. Currently, every stream user of “test” is allowed to add his/her videos to the stream.

Once a stream is created, the stream collaboration system 200 creates a virtual room in the video hosting website 130 to allow multiple users to collaboratively share videos. In turn, such virtual room with its users becomes a stream community for collaboratively sharing videos. FIG. 4 is a block diagram illustrating modules within a stream management module 260 according to one embodiment. In one embodiment, the stream management module 260 includes a stream video management module 262 to manage videos of a stream, a stream community management module 264 to manage stream community, such as managing the chatting room associated with a stream and stream users.

FIGS. 5A and 5B illustrate an exemplary interface of a stream community to be managed by the stream management module 260. FIG. 5A is a welcome page of a stream called “Video Stream Pilot”, created by PilotOwner. The interface has a welcome message display window 502, currently displaying the welcome message from the stream creator, PilotOwner. In response to user clicking “OK” button, the stream management module 260 displays the stream “Video Stream Pilot” in ready mode for collaborative streaming as illustrated in FIG. 5B.

In one embodiment illustrated in FIG. 5B, the stream “Video Stream Pilot” has two major streaming collaboration areas: video viewing area 504 and stream community chatting room 508. The video viewing area 504 displays the video currently being viewed by the stream user, i.e., “My GRANDMAS CATS”. The video viewing in the viewing area 504 is enabled by a media player. The stream community chatting room 508 allows stream users to chat in real-time. The stream community illustrated in FIG. 5B, in one embodiment, also includes stream videos management areas 506 and 514, stream users management area 510, stream library 512, new stream creation 516 and stream expansion 518. The URL of the stream is displayed in stream URL window 520. Further details of stream videos management, stream community management are further described in conjunction with the description of FIGS. 6, and 7.

In one embodiment, the stream video management module 262 allows a video of a stream to be viewed, commented, and rated by all users who join the stream. The stream video management module 262 also allows a video to be added to the stream by authorized stream users through a plurality of means. For example, an authorized stream user can add a video selected from a video search, from the user’s own video collections, such as “My Videos” and “My Favorites” folders, or pasting the URL of the video to be added. The stream video management module 262 also allows a video of a stream to be deleted by authorized users of the stream. An exemplary interface of implementing stream video management module 262 is further described in conjunction with the description of FIG. 6.

As described above, a stream refers a group of videos which are available for being collaboratively viewed by users who join the stream. The videos of a stream are managed by the stream video management module 262. FIG. 6 is an exemplary interface illustrating an implementation of managing videos in a stream according to one embodiment. The interface includes a video display area 602, which is currently playing a video called “MY GRANDMAS CATS” 610. The video currently being played at 602 has a plurality of video management tools associated with it. For example, the thumb-up icon 612 and thumb-down icon 614 allow a stream user to rate the video being viewed as “good” and “bad”, respectively. The deletion icon 616 allows authorized stream users, such as stream owner and stream administrator, to delete videos. A video of a stream is deleted, in one embodiment, due to low rating from the stream users. In another embodiment, a video of a stream may be deleted due to inappropriate content. Area 620 displays the current playlist of a current user. The user selects his playlist from the videos in the stream. The videos will play for the user in the order specified by the playlist. In one embodiment, all users share the same playlist. A video in the playlist may have a thumbnail icon 622 representing the video content, a title 624, the owner of the video and a management tool 628. Area 630 includes a group of ways to add video to the stream and a display area to show information of a plurality of videos to be added.

Taking the current playlist illustrated in FIG. 6 as an example, the current playlist includes two videos, “Kellie Pickler—I Wonder” and “A Fun Medley Video”. The first video on the playlist, “Kellie Pickler—I Wonder”, has a thumbnail icon 622 displayed on the left of the title 624, added by anniebeth30 626, who happens to be the stream creator. The deletion icon 628 allows this video to be deleted from the current playlist by an authorized stream user. The next video on the playlist, “A Fun Medley Video”, is added by the stream user “user1”. To add a video to the stream “Video Stream Pilot”, a stream user may search the video hosting site 130 using the video searching tool 632. In one embodiment, a video search may be further refined by relevance, date added to the hosting site 130 or views. A stream user may also add videos from his/her own video collections, such as “My Videos” 634, or “My Favorites” 626, to the stream. Alternatively, a stream user may paste a URL 630 of the video to be added in the area box next to “Search” button. The video referenced by the URL may reside in a third-party website, or from another active stream on the video hosting site 130.

Once a stream owner creates a stream, the stream owner becomes the first community member of the stream. Other users become a stream community member by joining the stream voluntarily, or being invited by the stream owner. Together with the stream owner, these community members form a stream community associated with the stream for collaboratively streaming activities. A stream community may include a plurality of stream users up to the maximum number of stream users specified during the stream creation, i.e., the “Maximum # of Users” field 818 in FIG. 8. A stream community may have a set of rules to manage its community members, i.e., stream users. A stream owner can invite others to join the stream. A stream community may include a stream library, which holds the videos added by the stream users to the stream.

FIG. 7A illustrates a web page implementing an exemplary interface for a stream library of a stream according to one embodiment. A stream library visually represents all videos of the stream. A video in a stream library is presented with a thumbnail of the video content, a title, length of time, owner

of the video, number of votes from the community numbers. Depending on the number of votes a video gets, the video can be added to different location of the library, e.g., head of the library, middle or end of the library. In one embodiment, videos are added to the library according to the number of votes they get from the highest to the lowest votes. A video in a library may also have a “play” button embedded within the thumbnail that allows a stream user instantly plays the selected video. If a stream library is larger than a display screen can present, tools are provided to search through the stream library.

In the illustrated interface, the stream library of the stream “Video Stream Pilot” visually represents the videos added by the three stream community members in the display area **710**. Currently, total 39 videos **714** are in the library, and 7 of them are currently displayed in the display area **710**. The “prev” and “next” buttons **716** allows a user to go back and forth to have a display screen load of videos to be displayed. A “collapse” button **712** hides details of videos in the library and only includes total number of videos information **714**. Alternatively, the “collapse” button **712** can change to “expand” to resume detailed display. Taking the current second video **714**, “Kellie Pickler—I Wonder”, displayed in area **710** as an example, it is represented by a thumbnail with a “play” button symbol in the middle. It lasts 3 minutes 56 seconds, added by the stream owner anniebeth30, and currently has 1 vote from the community.

As described above, a user other than a stream creator may join a stream voluntarily by clicking a selected stream title after logging into the collaboration system **200**. A stream owner can also invite others to join his/her stream. FIG. 7B illustrates a web page implementing an exemplary interface for inviting other users to a stream according to one embodiment. The interface, in one embodiment illustrated in FIG. 7B, has an instruction page **722** from the collaboration system **200** after clicking the “invite” button **724**. A stream owner can send a URL link of the stream to a friend via email, IM or other communications means. In this case, the URL for the stream, i.e., “http://youtube.comstream?s=1596063745”, is listed in the instruction page **722**. “s=1596063745” is an identification automatically generated by the collaboration system **200** when the stream is created and is used to identify and locate the stream in the video database **134**. Similarly, a stream user may follow the similar steps described above to invite others to join the stream.

Stream community members can comment in real-time on a video currently being viewed or on any topics on the community members want to engage. In one embodiment, a stream community management module **264** manages a chatting room associated with the stream and stream users. A user may join a stream and its associated chat room separately. In another embodiment, users who join a stream are automatically members of the chat room associated with the stream. To manage stream community members in a chat room, in one embodiment, a stream creator can kick a user out of the stream temporarily for a predetermined period of time for improper behavior. In another embodiment, a stream creator can ban other community members permanently for improper behavior. Other embodiments may allow a stream creator to select other community members and give them administrator rights to help them manage the room. Alternatively, a community member may flag another community member for inappropriate behavior to the stream creator, but only the stream creator can actually ban the flagged user.

FIG. 7C illustrates a web page implementing an exemplary interface for managing real-time video commenting in a stream according to one embodiment. The stream community

chat room has a chatting/commenting area **730**. An area **738** is where a community member enters his/her contribution to the commenting/chatting. Clicking “Post” button **740** instantly pushes the text entered by a community member. An area **750** displays community member information. A community member has a unique name **756**, such as “user2”. Special community members, such as stream creator **754**, are individually labeled. A thumbnail of a video being watched by a community member is placed next to his/her name. A tool **752** allows a stream creator to hide videos or text messages in the chat room from a community member. For example, the community user **734**, “user2”, is currently watching “My Grandmas Cats”, indicated by the thumbnail **736**, and user2 just posted a message “test” **732** in the chat room.

To maintain order in the chat room, a stream creator can list all the community members in the room, set their status and choose actions to take. FIG. 7D illustrates an exemplary interface for managing users in a stream according to one embodiment. The interface has a management tool that allows the stream owner to list all users (excluding the stream creator) **742**. In this case, only one community member, “user1”, is in the community. User1’s status **744** is “Normal”. The stream creator chooses **746** to “Ban from stream” action on User1.

FIG. 9 illustrates a general process flow of using collaborative streaming of video content method according to one embodiment. Other embodiments perform different and/or additional steps than the ones described here. Moreover, other embodiments perform steps in different orders.

Initially, the stream collaboration system **200** launches **902** the video streaming application when a user logs into the system. The system **200** displays **904** a group of currently active streams by the stream collaboration module **240**. Additionally, the stream collaboration module **240** may also display links to stream creation and/or stream participation tools page. The system **200** receives **906** user commands, such as joining a stream, creating a stream, chatting with other stream community members, playing a video of a stream and so on. In response **908** to user’s command, the system **200** handles the user commands by the stream management module **260**.

FIG. 10 illustrates a process flow of using collaborative streaming of video content method to join/create a stream according to one embodiment. Other embodiments perform different and/or additional steps than the ones described here. Moreover, other embodiments perform steps in different orders. For example, a user may request to create a stream first, and in response, the system handles the user’s stream creation command first.

Initially, the stream collaboration system **200** launches **1002** the video streaming application when a user logs into the system. The system **200** displays **1004** a group of currently active streams by the stream collaboration module **240**. Additionally, the stream collaboration module **240** may also display links to stream creation and/or stream participation tools page. In one embodiment illustrated in FIG. 10, a user desires to join **1006** a selected stream. In response to such user command, the stream collaboration module **240** adds **1008** the user to the selected stream, and the stream management module **260** manages **1010** the user’s streaming activities. If the user desires to create **1012** his/her own stream, the system **200** handles **1014** the user stream creation request. For example, the system **200** presents a stream creation form to the user with required fields to be filled by the user. In response to user’s clicking “Save Streaming Info”, the system **200** creates a stream based on the user input. If user has other commands, such as playing a video of a stream, the system

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handles 1016 such user commands with appropriate modules, such as launching a video player to play the selected video.

Reference in the specification to “one embodiment” or to “an embodiment” means that a particular feature, structure, or characteristic described in connection with the embodiments is included in at least one embodiment of the invention. The appearances of the phrase “in one embodiment” or “a preferred embodiment” in various places in the specification are not necessarily all referring to the same embodiment.

Some portions of the above are presented in terms of methods and symbolic representations of operations on data bits within a computer memory. These descriptions and representations are the means used by those skilled in the art to most effectively convey the substance of their work to others skilled in the art. A method is here, and generally, conceived to be a self-consistent sequence of steps (instructions) leading to a desired result. The steps are those requiring physical manipulations of physical quantities. Usually, though not necessarily, these quantities take the form of electrical, magnetic or optical signals capable of being stored, transferred, combined, compared and otherwise manipulated. It is convenient at times, principally for reasons of common usage, to refer to these signals as bits, values, elements, symbols, characters, terms, numbers, or the like. Furthermore, it is also convenient at times, to refer to certain arrangements of steps requiring physical manipulations of physical quantities as modules or code devices, without loss of generality.

It should be borne in mind, however, that all of these and similar terms are to be associated with the appropriate physical quantities and are merely convenient labels applied to these quantities. Unless specifically stated otherwise as apparent from the following discussion, it is appreciated that throughout the description, discussions utilizing terms such as “processing” or “computing” or “calculating” or “determining” or “displaying” or “determining” or the like, refer to the action and processes of a computer system, or similar electronic computing device, that manipulates and transforms data represented as physical (electronic) quantities within the computer system memories or registers or other such information storage, transmission or display devices.

Certain aspects of the present invention include process steps and instructions described herein in the form of a method. It should be noted that the process steps and instructions of the present invention can be embodied in software, firmware or hardware, and when embodied in software, can be downloaded to reside on and be operated from different platforms used by a variety of operating systems.

The present invention also relates to an apparatus for performing the operations herein. This apparatus may be specially constructed for the required purposes, or it may comprise a general-purpose computer selectively activated or reconfigured by a computer program stored in the computer. Such a computer program may be stored in a computer readable storage medium, such as, but is not limited to, any type of disk including floppy disks, optical disks, CD-ROMs, magnetic-optical disks, read-only memories (ROMs), random access memories (RAMs), EPROMs, EEPROMs, magnetic or optical cards, application specific integrated circuits (ASICs), or any type of media suitable for storing electronic instructions, and each coupled to a computer system bus. Furthermore, the computers referred to in the specification may include a single processor or may be architectures employing multiple processor designs for increased computing capability.

The methods and displays presented herein are not inherently related to any particular computer or other apparatus. Various general-purpose systems may also be used with pro-

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grams in accordance with the teachings herein, or it may prove convenient to construct more specialized apparatus to perform the required method steps. The required structure for a variety of these systems will appear from the description below. In addition, the present invention is not described with reference to any particular programming language. It will be appreciated that a variety of programming languages may be used to implement the teachings of the present invention as described herein, and any references below to specific languages are provided for disclosure of enablement and best mode of the present invention.

While the invention has been particularly shown and described with reference to a preferred embodiment and several alternate embodiments, it will be understood by persons skilled in the relevant art that various changes in form and details can be made therein without departing from the spirit and scope of the invention.

Finally, it should be noted that the language used in the specification has been principally selected for readability and instructional purposes, and may not have been selected to delineate or circumscribe the inventive subject matter. Accordingly, the disclosure of the present invention is intended to be illustrative, but not limiting, of the scope of the invention.

We claim:

1. A computer-implemented method for providing video content, the method comprising:

using a computer processor configured to perform steps comprising:

creating a video stream comprising a plurality of videos contributed by a plurality of users;

associating a community chat room with the video stream, the community chat room constituting a portion of a user interface commonly displayed to each of a plurality of users of the video stream, and a chat message from a user of the plurality of the users and an indicia of a video of the video stream being displayed to the user being concurrently displayed in the chat room to other users of the plurality of the users, the plurality of the users viewing, at the same time, the same or different videos included the video stream displayed in the user interface; and

responsive to a request received from a second user of the plurality of the users to view a video in the video stream, simultaneously displaying the requested video and the chat message being currently displayed in the community chat room to the second user.

2. The method of claim 1, wherein associating the community chat room with the video stream comprises:

responsive to receiving a chat message from the user, displaying the chat message concurrently to the plurality of the users in the community chat room with an indicia of a video of the video stream being displayed to the user.

3. The method of claim 1, wherein associating the community chat room with the video stream further comprises:

responsive to receiving a request to join the video stream from the second user, associating the second user with the community chat room for receiving chat messages from the other users of the plurality of the users and for posting chat messages in the community chat room.

4. The method of claim 1, wherein creating the video stream comprises:

receiving a video from the user of the plurality of the users; determining whether the video is appropriate to be added to the video stream based on video content; and adding the video to the video stream responsive to the determination that the video is appropriate.

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5. The method of claim 4, wherein adding the video to the video stream comprises:

determining a location in the video stream to add the video based on a number of votes received from the plurality of the users.

6. The method of claim 5, wherein a video receiving a higher number of the votes is added to a location with a higher priority to be displayed to the plurality of the users than a video receiving a lower number of votes.

7. The method of claim 1, wherein creating the video stream further comprises:

selecting the user of the plurality of the users as a manager of the video stream for managing the video stream and the plurality of the users;

determining a plurality of rules to manage the video stream and the plurality of the users; and

adaptively applying the plurality of the rules to manage the video stream and the plurality of the users.

8. A computer system for providing video content, the system comprising:

a non-transitory computer-readable storage medium storing executable computer modules, comprising:

a streaming creation module for creating a video stream comprising a plurality of videos contributed by a plurality of users;

a collaboration module for associating a community chat room with the video stream, the community chat room constituting a portion of a user interface commonly displayed to each of a plurality of users of the video stream, a chat message from a user of the plurality of the users and an indicia of a video of the video stream being displayed to the user being concurrently displayed to other users of the plurality of the users, the plurality of the users viewing, at the same time, the same or different videos included in the video stream displayed in the user interface; and

a communication module for:
responsive to a request received from a second user of the plurality of the users to view a video in the video stream, simultaneously displaying the requested video and the chat message being currently displayed in the community chat room to the second user.

9. The system of claim 8, wherein the collaboration module is further for:

responsive to receiving a chat message from the user, displaying the chat message concurrently to the plurality of the users in the community chat room with an indicia of a video of the video stream being displayed to the user.

10. The system of claim 8, wherein the collaboration module is further for:

responsive to receiving a request to join the video stream from the second user, associating the second user with the community chat room for receiving chat messages from the other users of the plurality of the users and for posting chat messages in the community chat room.

11. The system of claim 8, wherein the streaming creating module is further for:

receiving a video from the user of the plurality of the users; determining whether the video is appropriate to be added to the video stream based on video content; and

adding the video to the video stream responsive to the determination that the video is appropriate.

12. The system of claim 11, wherein adding the video to the video stream comprises:

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determining a location in the video stream to add the video based on a number of votes received from the plurality of the users.

13. The system of claim 12, wherein a video receiving a higher number of the votes is added to a location with a higher priority to be displayed to the plurality of the users than a video receiving a lower number of votes.

14. The system of claim 8, wherein the streaming creating module is further for:

selecting the user of the plurality of the users as a manager of the video stream for managing the video stream and the plurality of the users;

determining a plurality of rules to manage the video stream and the plurality of the users; and

adaptively applying the plurality of the rules to manage the video stream and the plurality of the users.

15. A non-transitory computer-readable storage medium containing executable computer program instructions for providing video content, the computer program instructions comprising instructions for:

creating a video stream comprising a plurality of videos contributed by a plurality of users;

associating a community chat room with the video stream, the community chat room constituting a portion of a user interface commonly displayed to each of a plurality of users of the video stream, a chat message from a user of the plurality of the users and an indicia of a video of the video stream being displayed to the user being concurrently displayed to other users of the plurality of the users, the plurality of the users viewing, at the same time, the same or different videos included in the video stream displayed in the user interface; and

responsive to a request received from a second user of the plurality of the users to view a video in the video stream, simultaneously displaying the requested video and the chat message being currently displayed in the community chat room to the second user.

16. The computer-readable storage medium of claim 15, wherein the computer program instructions for associating the community chat room with the video stream comprise instructions for:

responsive to receiving a chat message from the user, displaying the chat message concurrently to the plurality of the users in the community chat room with an indicia of a video of the video stream being displayed to the user.

17. The computer-readable storage medium of claim 15, wherein the computer program instructions for associating the community chat room with the video stream further comprise instructions for:

responsive to a request to join the video stream from the second user, associating the second user with the community chat room for receiving chat messages from the other users of the plurality of the users and for posting chat messages in the community chat room.

18. The computer-readable storage medium of claim 15, wherein the computer program instructions for creating the video stream comprise instructions for:

receiving a video from the user of the plurality of the users; determining whether the video is appropriate to be added to the video stream based on video content; and

adding the video to the video stream responsive to the determination that the video is appropriate.

19. The computer-readable storage medium of claim 18, wherein the computer program instructions for adding the video to the video stream comprise instructions for:

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determining a location in the video stream to add the video based on a number of votes received from the plurality of the users.

20. The computer-readable storage medium of claim **18**, wherein the computer program instructions for creating the video stream further comprise instructions for:

selecting the user of the plurality of the users as a manager of the video stream for managing the video stream and the plurality of the users;

determining a plurality of rules to manage the video stream and the plurality of the users; and

adaptively applying the plurality of the rules to manage the video stream and the plurality of the users.

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